

Claims

[c1] I claim

1. A method of playing a game with one die, a dice cup, a point marker, and a game board; involving a dealer and one or more players; the method comprising the steps of:

(a) a player making a first bet means,
(b) the dealer shaking and exposing the die and, if the value is one each player forfeits his first bet, if the value is six the dealer pays each player the amount of his first bet, and if the value is any other number the dealer moves the point marker to the corresponding position for said number so that the point marker shows the odds for said number to be repeated on the next roll. Said number is called the "point".

[c2] (c) the dealer shaking and exposing the die and, if the value is one each player forfeits his first bet, if the value is the point the dealer pays each player's first bet the odds stated on the point marker, and if the value is any other number the dealer turns the point marker to show the odds for the point to be repeated on the next roll.

(d) the dealer shaking and exposing the die and, if the

value is one each player forfeits his first bet, if the value is the point the dealer pays each player's first bet the odds stated on the point marker, and if the value is any other number the dealer turns the point marker to show the odds for the point to be repeated on the next roll.

[c3] (e) the dealer shaking and exposing the die and, if the value is the point the dealer pays each player's first bet the odds stated on the point marker, and if the value is any other number each player forfeits his first bet.

[c4] (f) a player making a second bet means

(g) a second bet made by a player is a bet on the next roll of the die betting that the value of the die is 1, 2, 3, 4, 5, or 6.

[c5] 2. The method of claim 1 wherein the point marker is in the point marker's base position at the start of the game.

[c6] 3. The method of claim 1 wherein after the point is established, if the point or a one is rolled, then the game is over and the point marker is returned to the point marker's base position.

[c7] 4. The method of claim 1 wherein if the point is not rolled in three attempts, then the game is over and the point marker is returned to the point marker's base position.

